

NMFS FISHERIES OBSERVER PROGRAM

MARINE MAMMAL, SEA TURTLE, AND DEBRIS SIGHTING LOG (Front)

OBS/TRIP ID	
DATE LAND mm/yy	/
PAGE #	OF
TODAY'S DATE mm/dd/yy	/ /

EVENT TIME 24 hours	EVENT TYPE CODE	POSN CODE	HAUL NUM	LATITUDE / LONGITUDE (DD MM.M) - LORAN (XXXXX)				WEA- THER CODE	WAVE HGT ft	COMM- ENTS? 0=N,1=Y	SPECIES		#ANIM	SIGHT CUE CODE	ANIM COND CODE	ANIM BEHVR CODE
				Station 1	Latitude / Bearing	Station 2	Longitude / Bearing				NAME	CODE				
				9960-		9960-										
:				9960-		9960-										
:				9960-		9960-										
:				9960-		9960-										
:				9960-		9960-										
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:				9960-		9960-										
:				9960-		9960-										
:				9960-		9960-										
:				9960-		9960-										

EVENT TYPE CODES:

WATCH ONLY

01 = Begin transit watch
02 = End transit watch
03 = Begin set watch
04 = End set watch
05 = Begin haul watch
06 = End haul watch

GENERAL

00 = Unknown
99 = Other

SIGHTING ONLY

08 = On-effort, during dedicated watch
10 = Off-effort, vessel activity unknown
11 = Off-effort, vessel stop/anchor/drift
12 = Off-effort, sitting on gear
13 = Off-effort, transiting or searching
14 = Off-effort, towing gear
15 = Off-effort, hauling in gear
16 = Off-effort, setting out gear
17 = Off-effort, waiting for J/V transfer
18 = Off-effort, taking J/V transfer

POSITION CODES:

00 = Unknown
01 = Bow, facing forward
02 = Wheelhouse, facing forward
03 = Wheelhouse, facing backward
04 = Work deck, facing backward
05 = Work deck, facing sideways
06 = Starboard side, facing net
07 = Port Side, facing net
99 = Other

SIGHT CUE CODES:

0 = Unknown
1 = Sighted with naked eye
2 = Sighted with binoculars
3 = First sighted by capt/crew,
then by observer
4 = Sighted by capt/crew ONLY
9 = Other

ANIMAL CONDITION CODES:

00 = Unknown
01 = Alive, condition unknown
02 = Alive, not injured
03 = Alive, injured
04 = Alive, gear in/around mouth
05 = Alive, gear in/around flipper
06 = Alive, gear in/around another body part
07 = Alive, gear in/around several body parts
08 = Alive, seen by captain/crew ONLY
10 = Dead, condition unknown
11 = Dead, fresh
12 = Dead, moderately decomposed
13 = Dead, severely decomposed
14 = Dead, seen by captain/crew ONLY

ANIMAL BEHAVIOR CODES:

00 = Unknown
01 = Near gear, physical contact
02 = Near gear, within 50 meters
03 = Near gear, with 51-150 meters
04 = Feeding on catch
05 = Porpoising
06 = Bow riding
07 = Breaching
08 = Swimming at surface
09 = Milling
10 = Motionless at surface
11 = Vessel avoidance
12 = Vessel attraction
99 = Other

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EVENT TIME 24 hrs	COMMENTS	EVENT TIME 24 hrs	COMMENTS